

SG1A

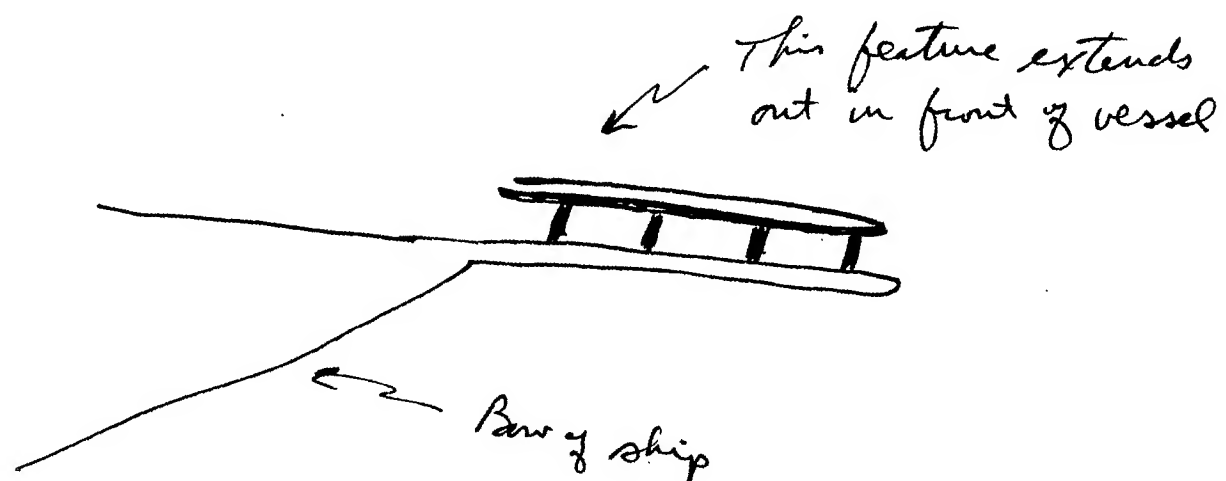
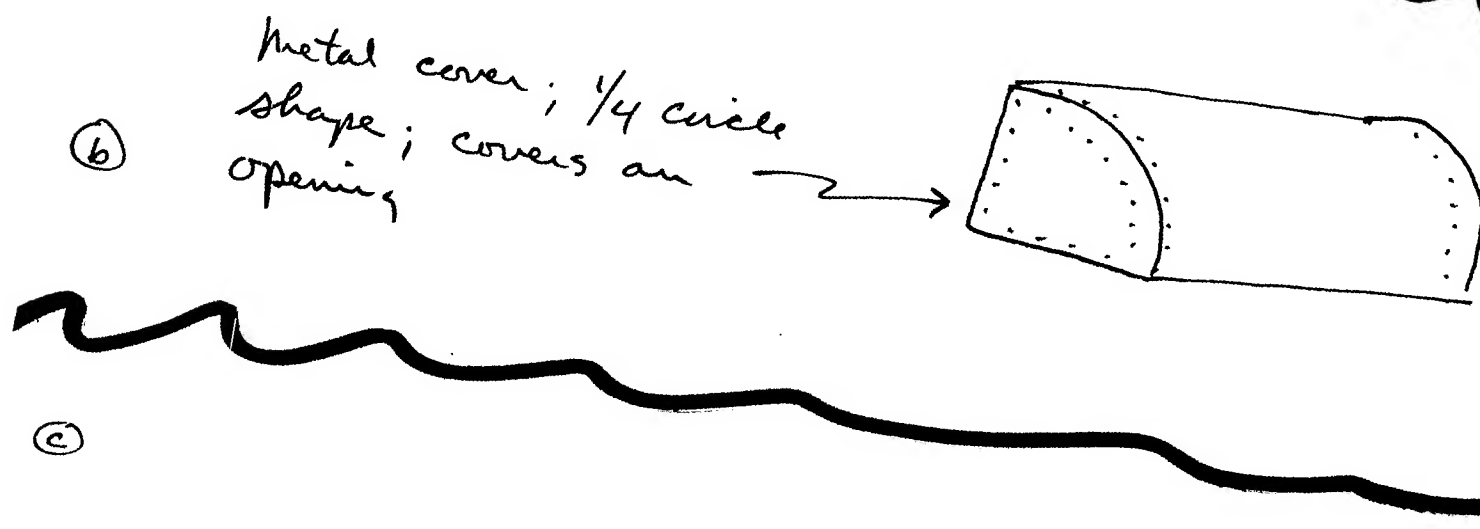
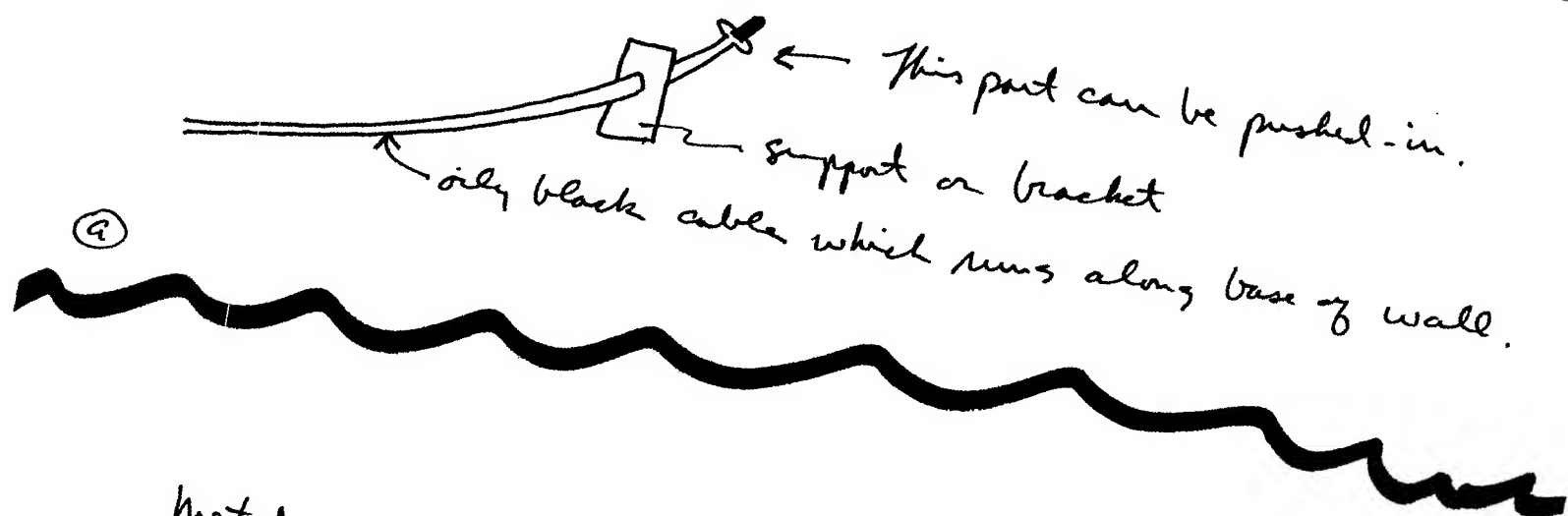


- "feels" like some sort of "contained" combustion.

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STAR GATE
LIMDIS

sketch 3f

SECRET

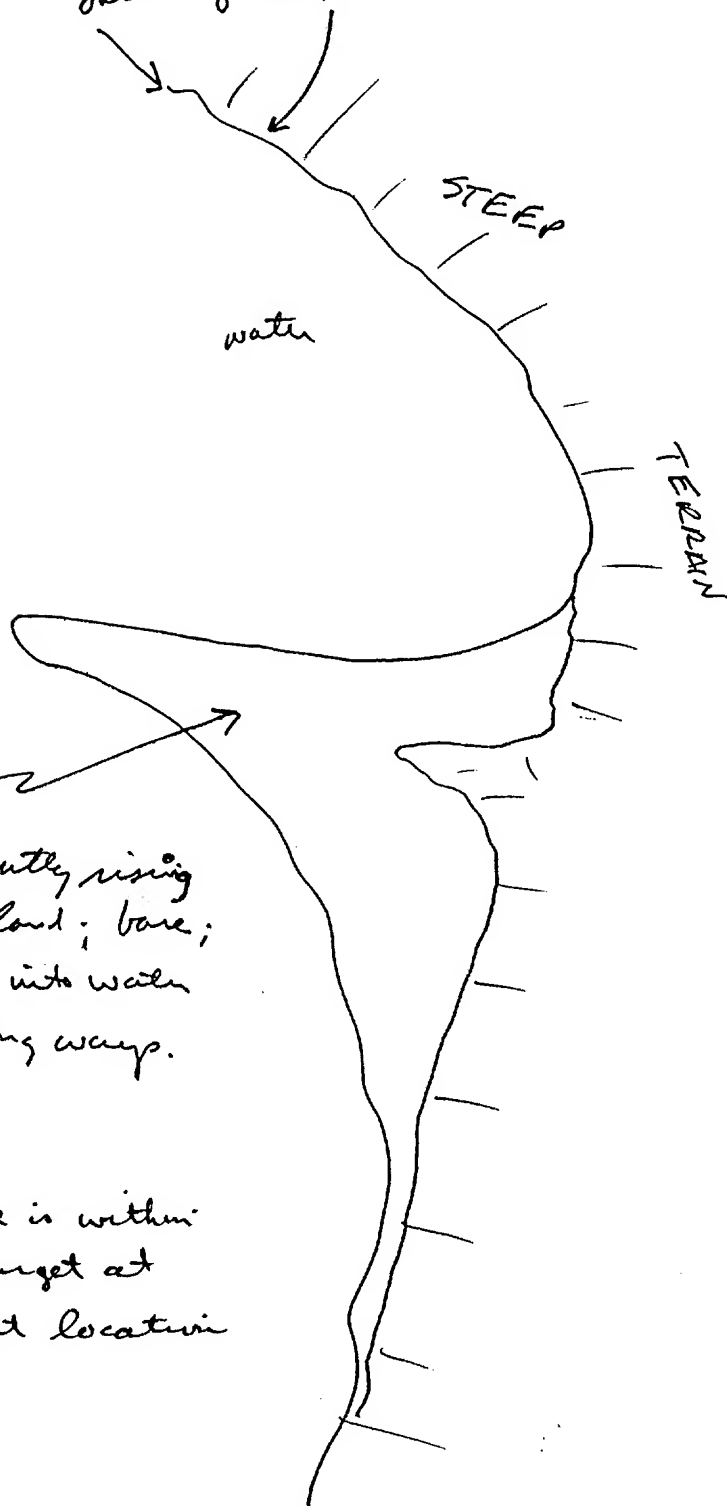


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sketch 3g

overhead view

outline of steep terrain where it meets water

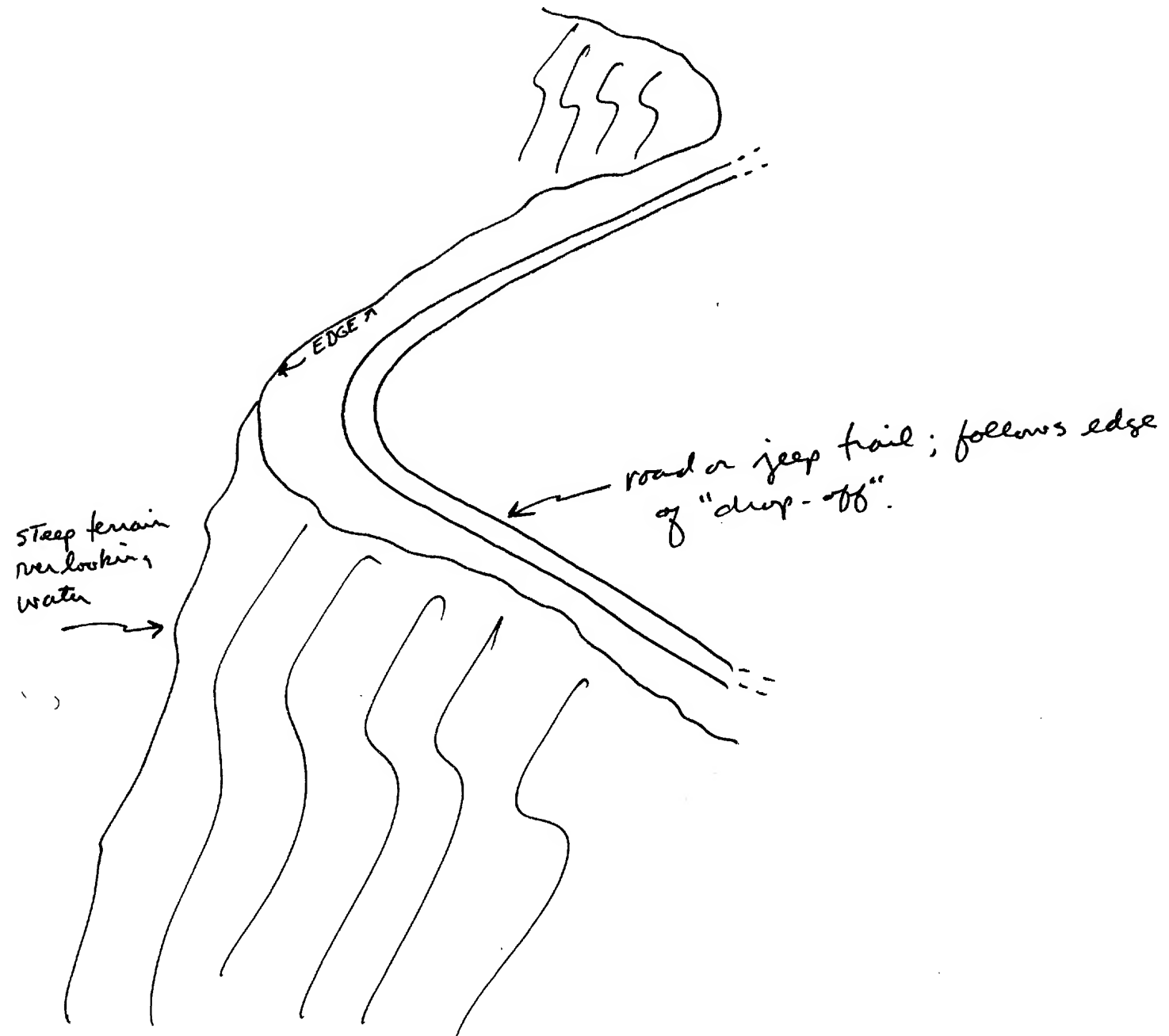


* long, gently rising sand or land; bare; juts out into water for a long way.

* This feature is within view of target at its current location

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sketch 3d

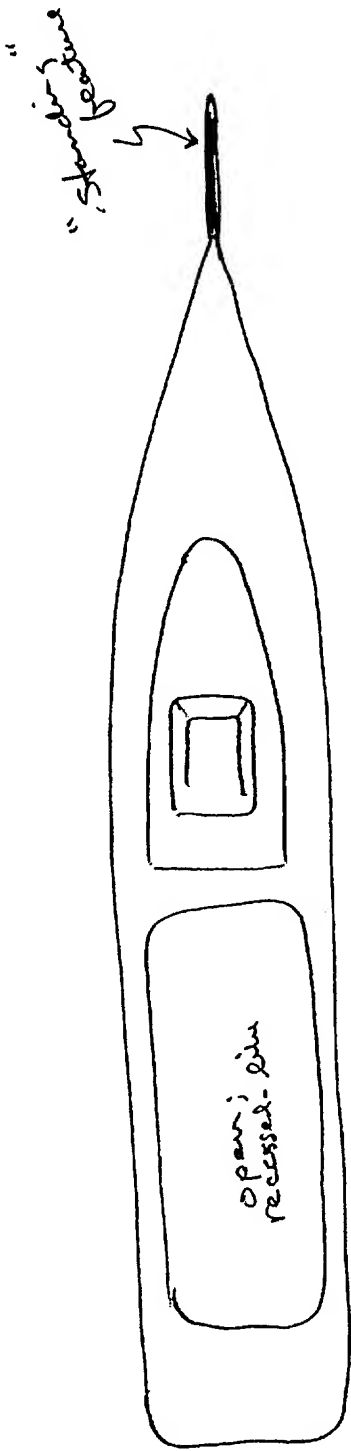


Target is located near an area where there is steep, high terrain overlooking water.

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sketch 3e

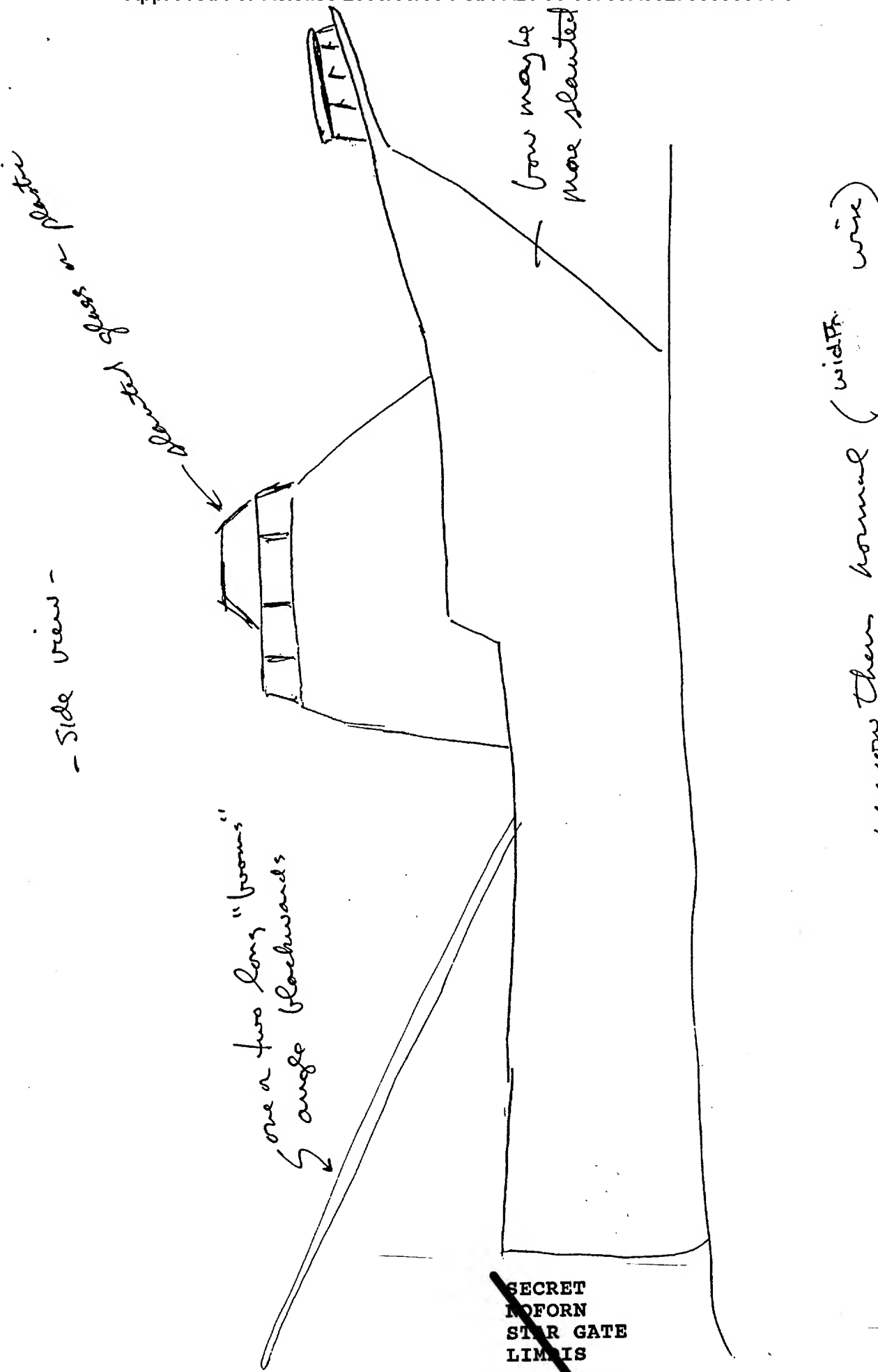
overhead view



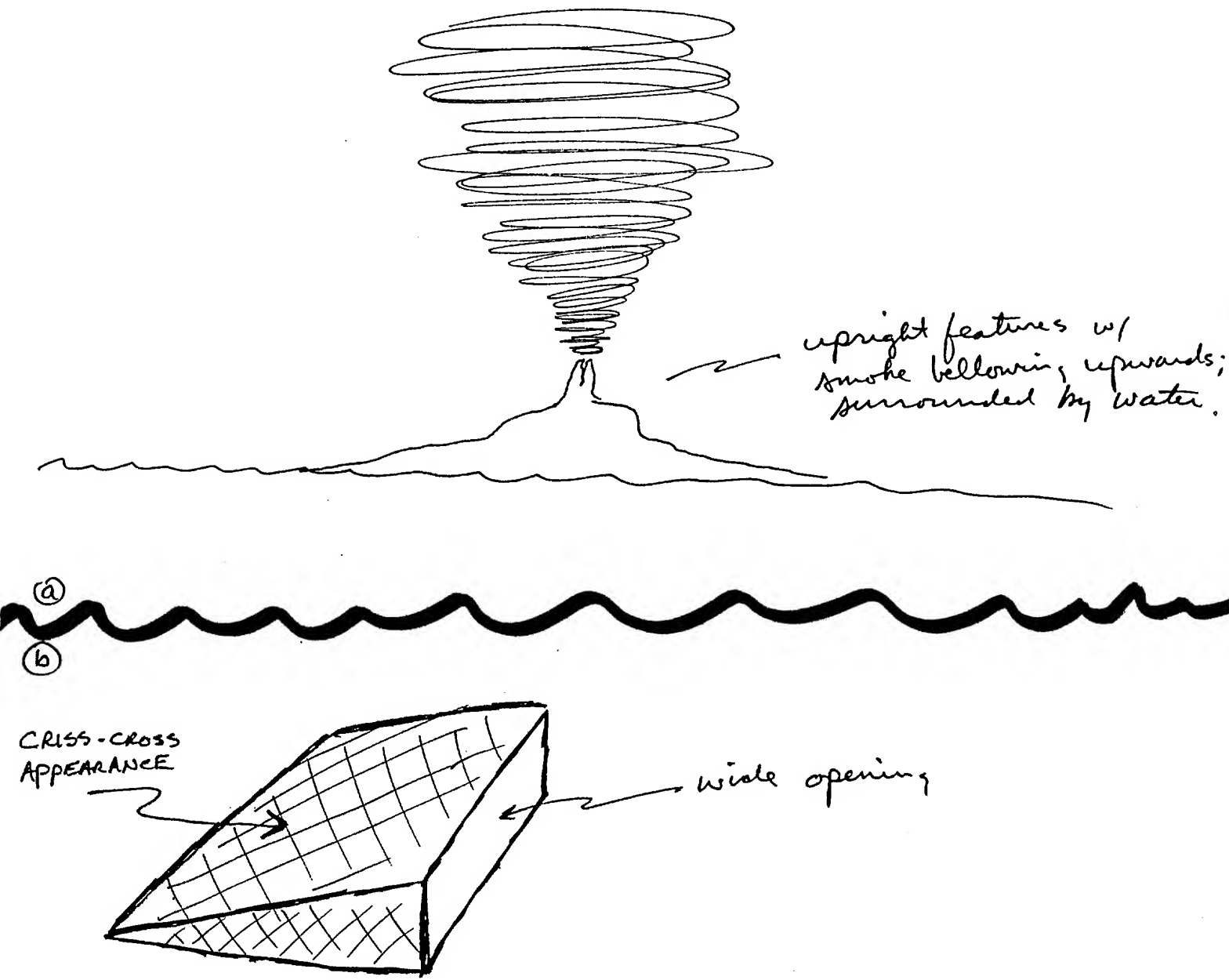
- * seems abnormally narrow; extremely pointed bow w/ "standing" over feature extending out from bow
- * not associated w/ fish; either connected or parts; combination of both.

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sketch 3c



Advance Visual prior to session start.



Unidentified Object

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NOFORN
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LIMDIS

sketch 3a